

FIG. 1

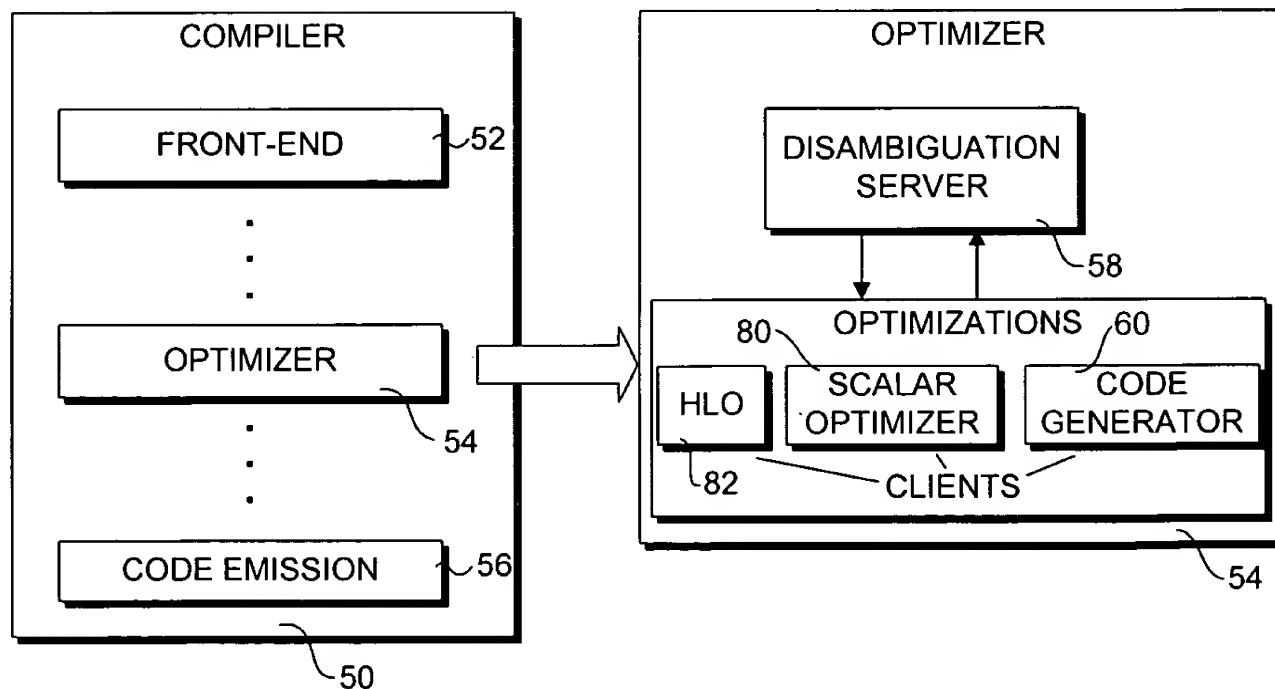


FIG. 5

```

int g;
func1(p)
{
    int l;
    ... p ...
    ... l ...
    ... g ...
}

```

LOC_TYPE_FORMAL ~ 36
 Routine symbol table entry
 Variable symbol table entry

LOC_TYPE_LOCAL ~ 34
 Routine symbol table entry
 Variable symbol table entry

LOC_TYPE_GLOBAL ~ 32
 Variable symbol table entry

FIG. 2A

```

int g;
func1(p)
{
    int l;
    ... = func2
    ... = malloc(...)
}

```

LOC_TYPE_FUNCTION ~ 40
 Function symbol table entry

LOC_TYPE_DYNAMIC ~ 38
 Function calling allocator
 Statement calling allocator

FIG. 2B

```

float ***g;
func1()
{
    int L;
    ... &L ...
    ... ***(g+7)...
}

```

loc: LOC_TYPE_LOCAL, func1, L
 deref_mask: 00001
 exact: TRUE

loc: LOC_TYPE_GLOBAL, g
 deref_mask: 10000
 exact: FALSE

FIG. 2C

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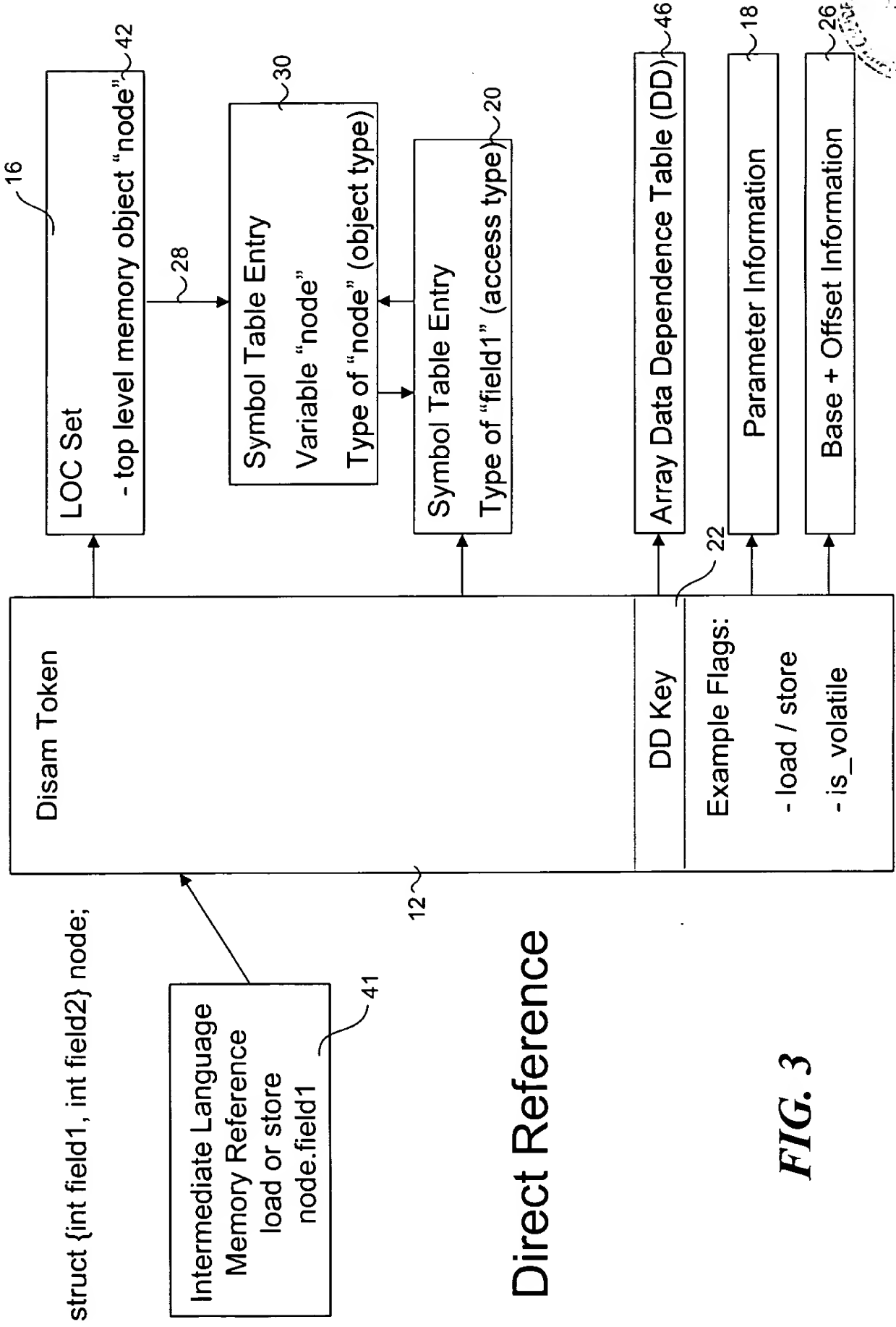
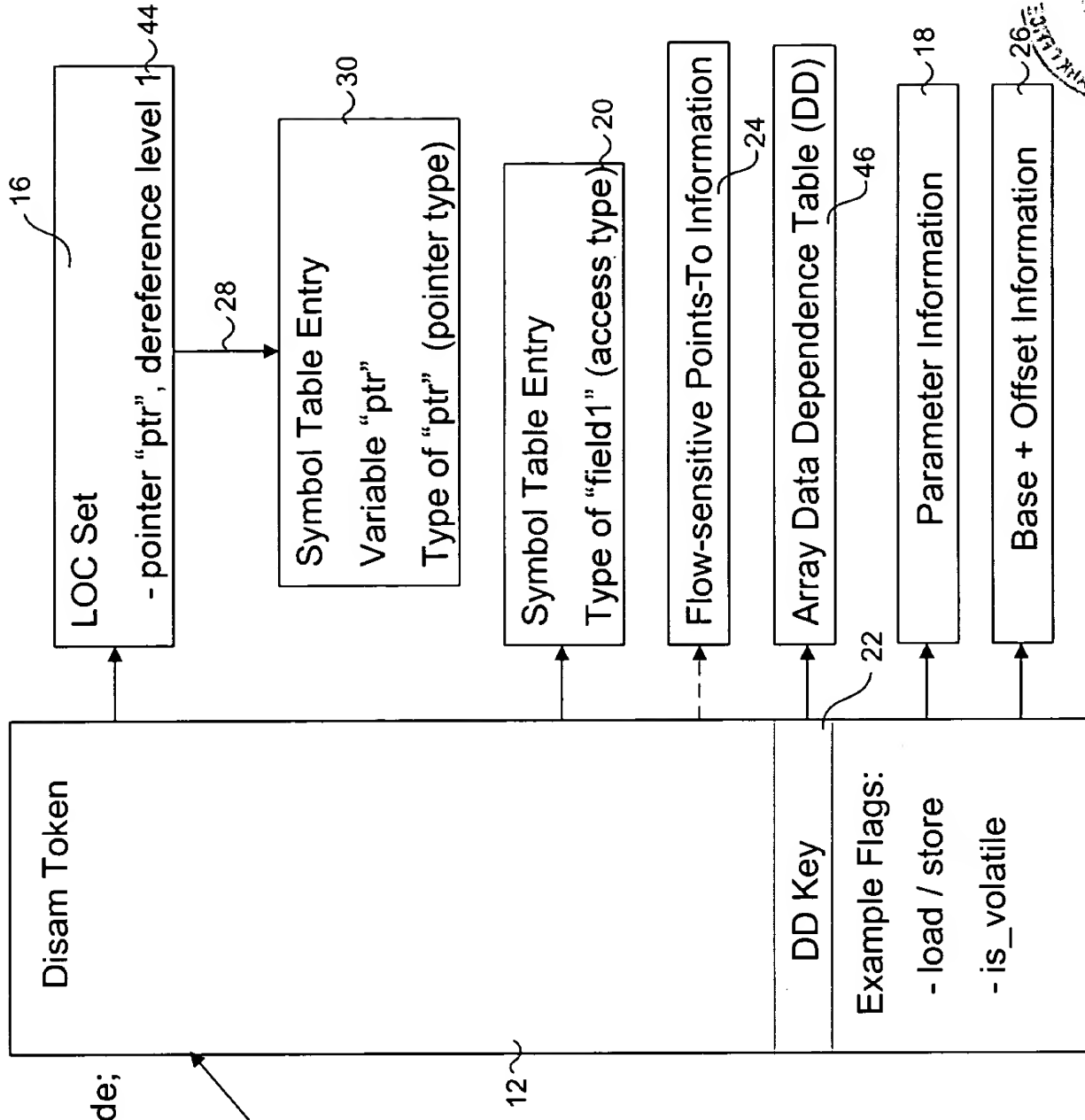


FIG. 3

```
struct {int field1, int field2} node;
```

```
Intermediate Language
Memory Reference
load or store
ptr->field1 or (*ptr).field1
```

Indirect Reference



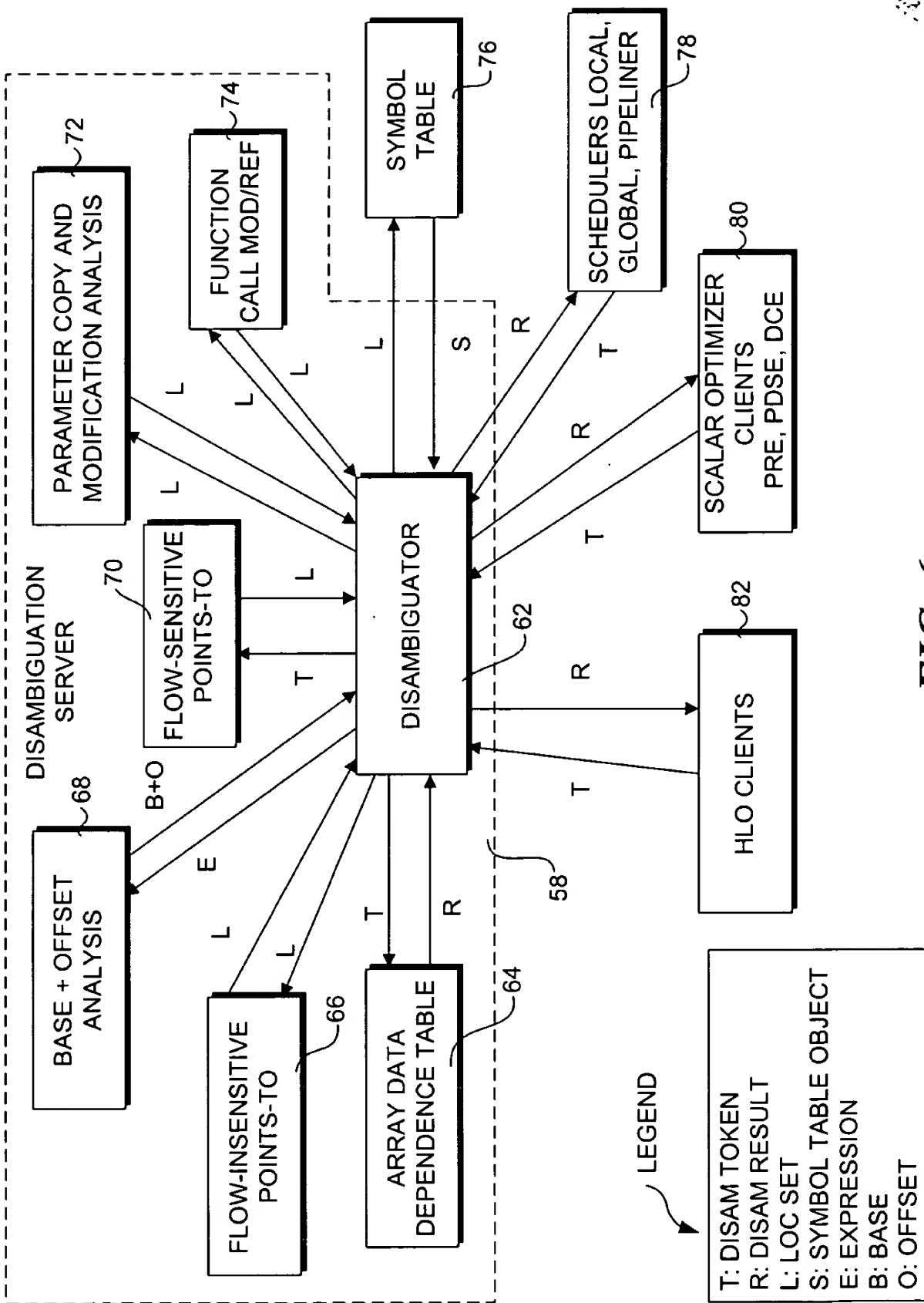
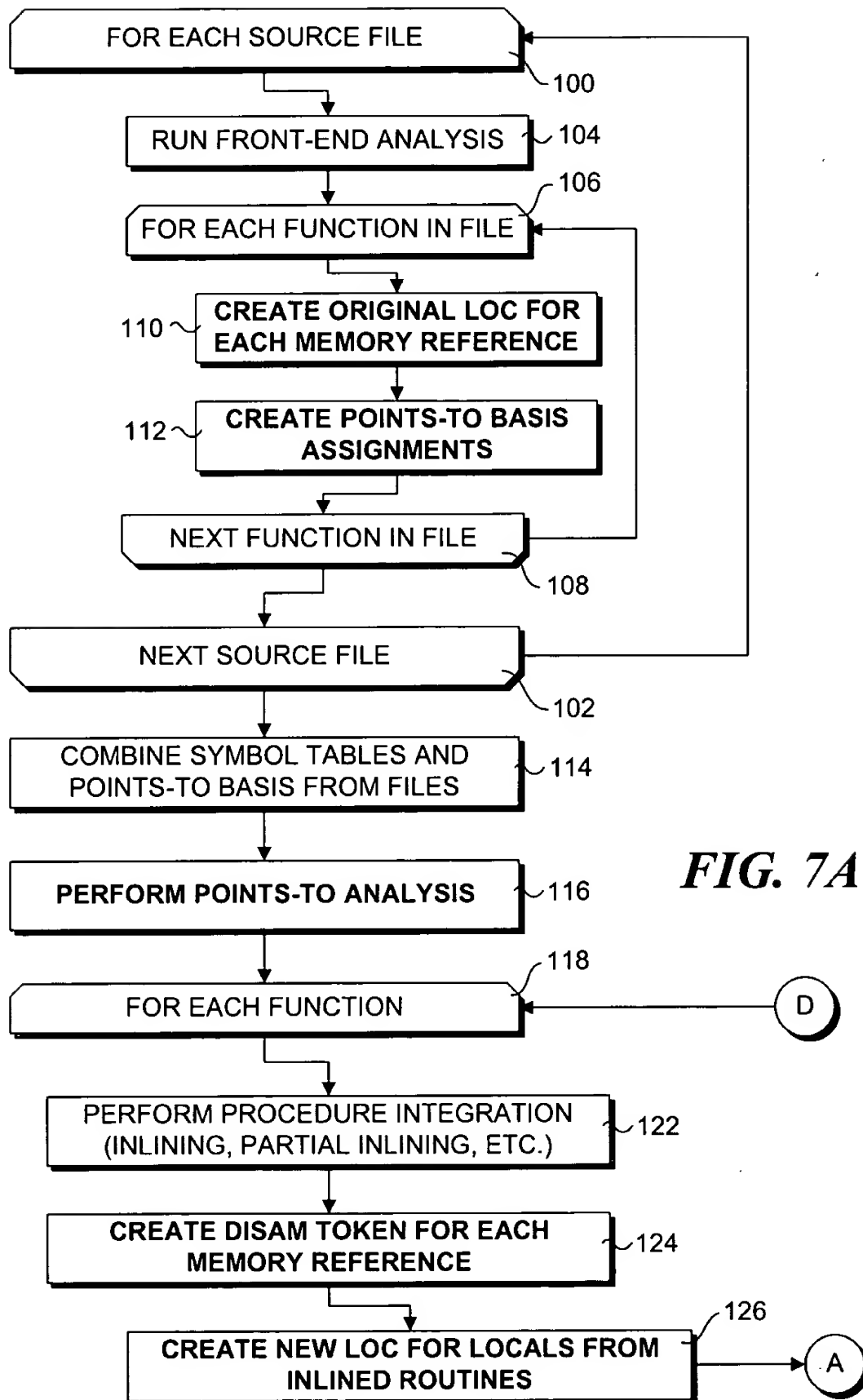
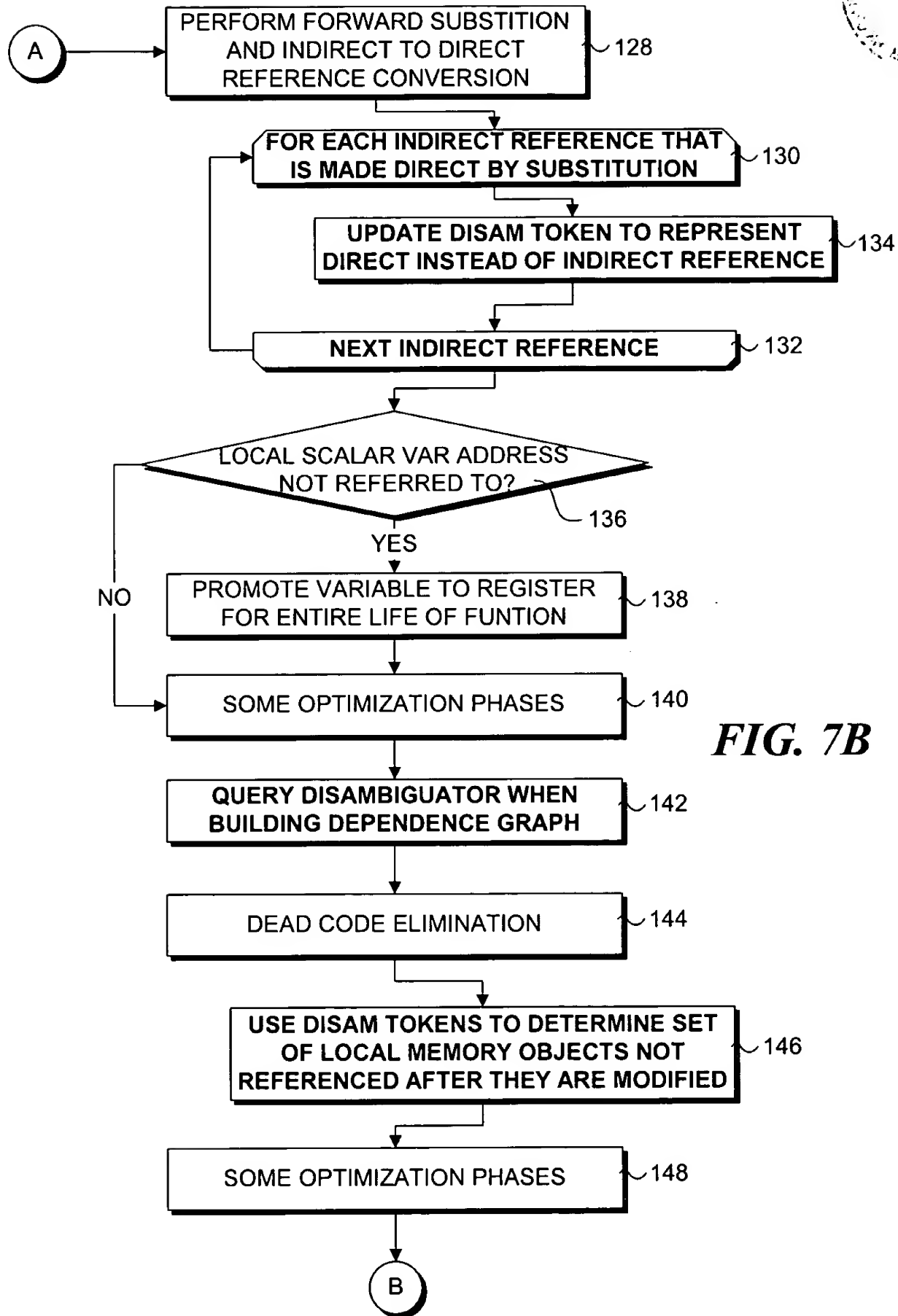


FIG. 6

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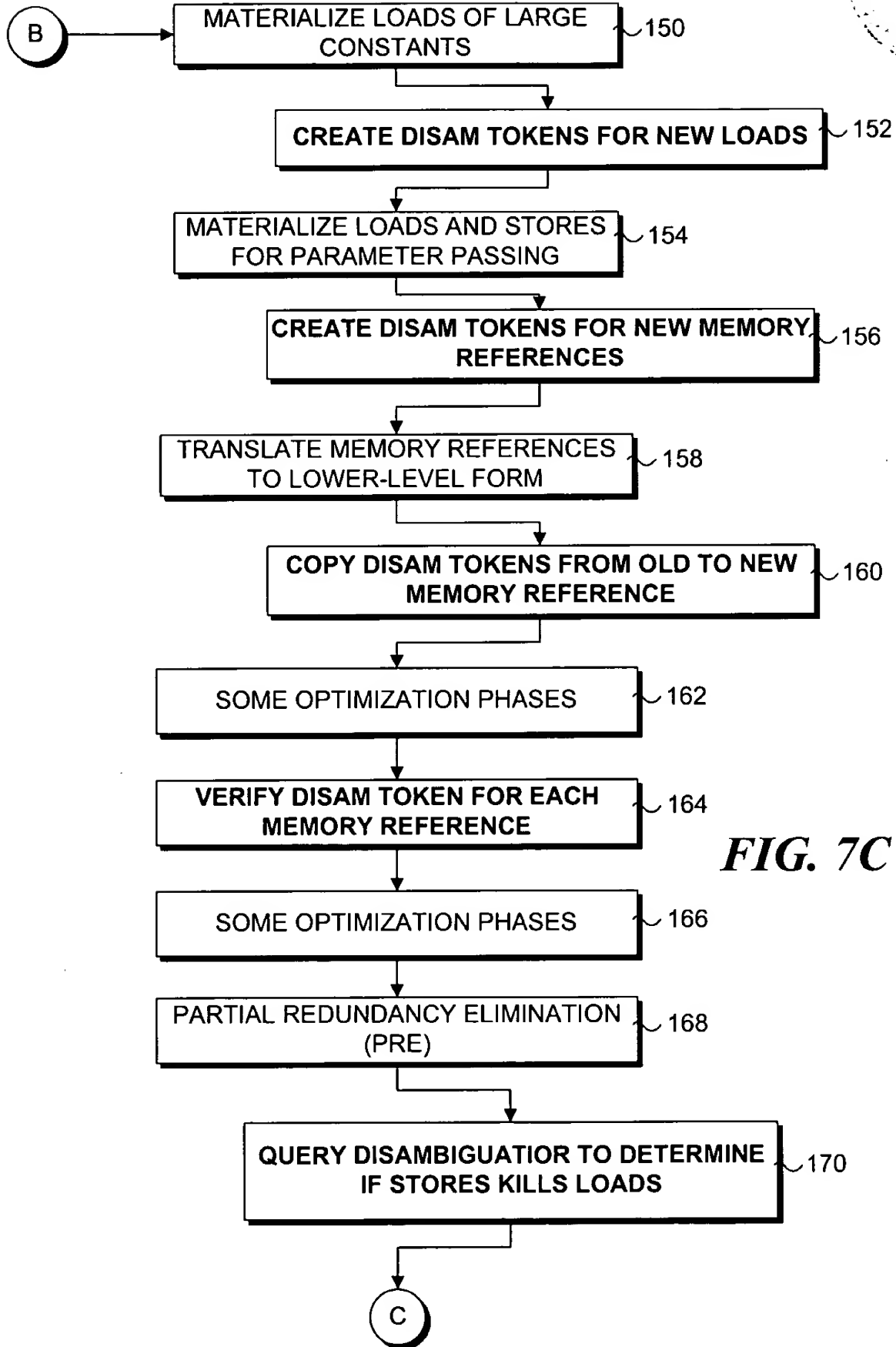
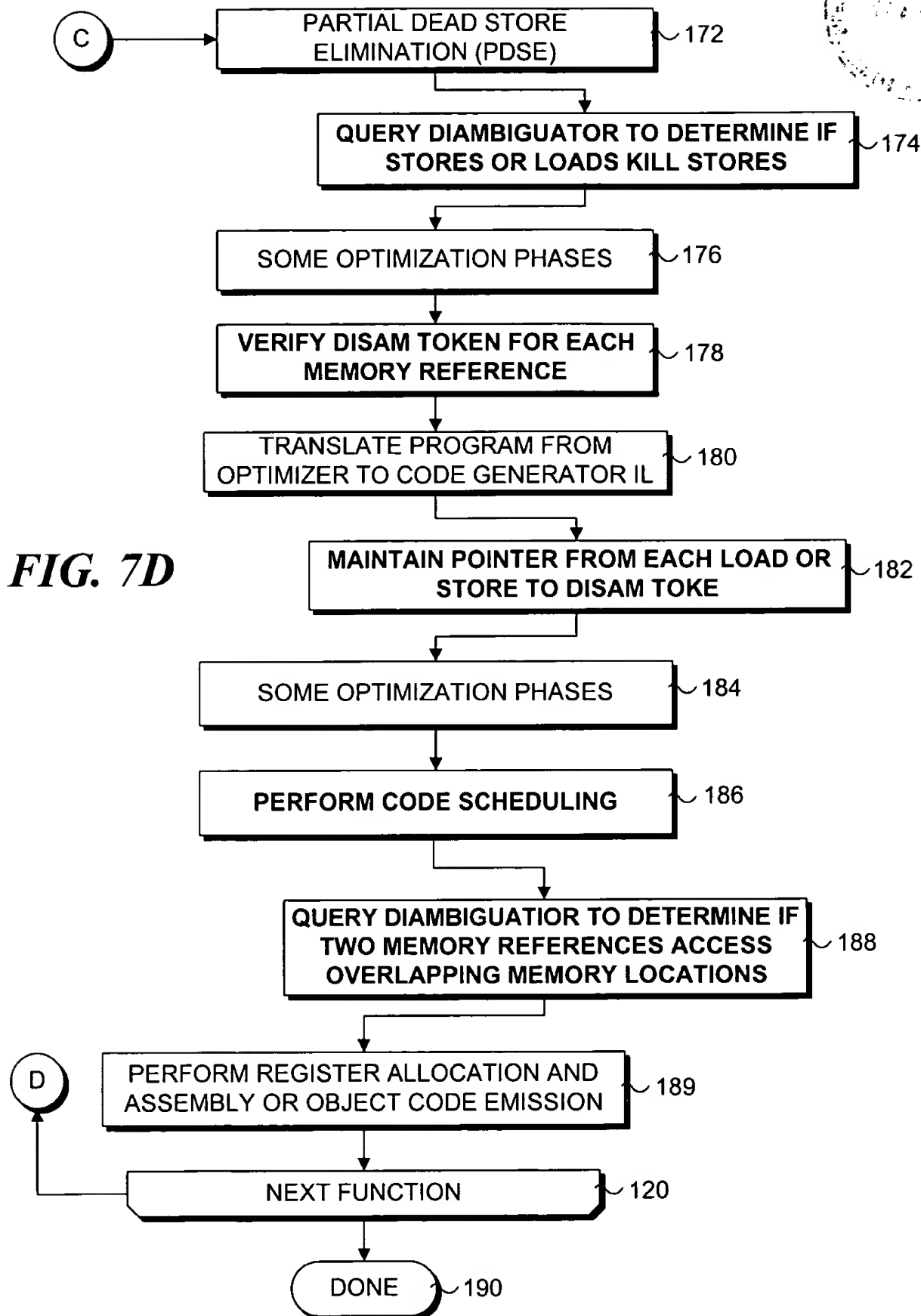


FIG. 7C

FIG. 7D



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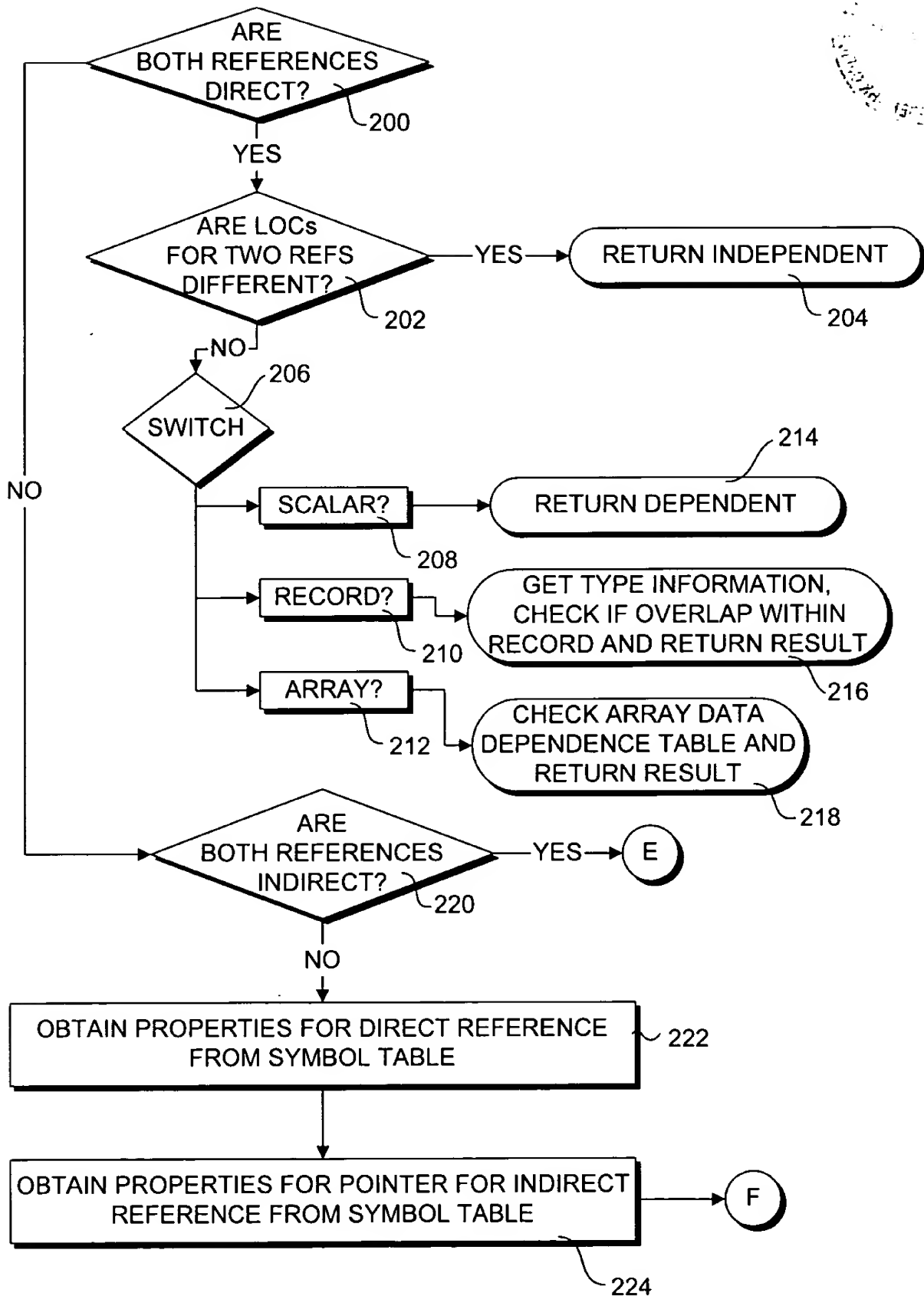
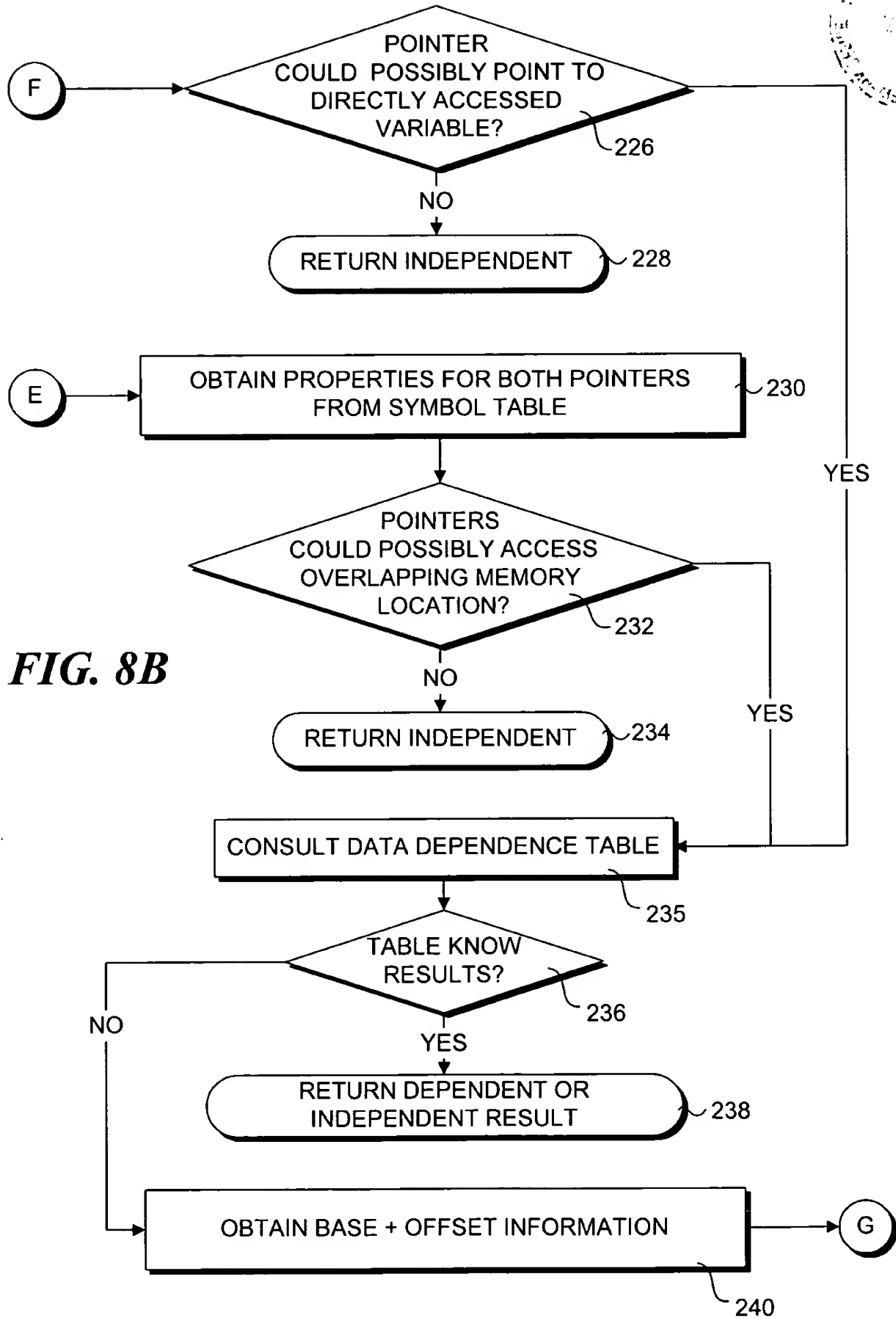


FIG. 8A



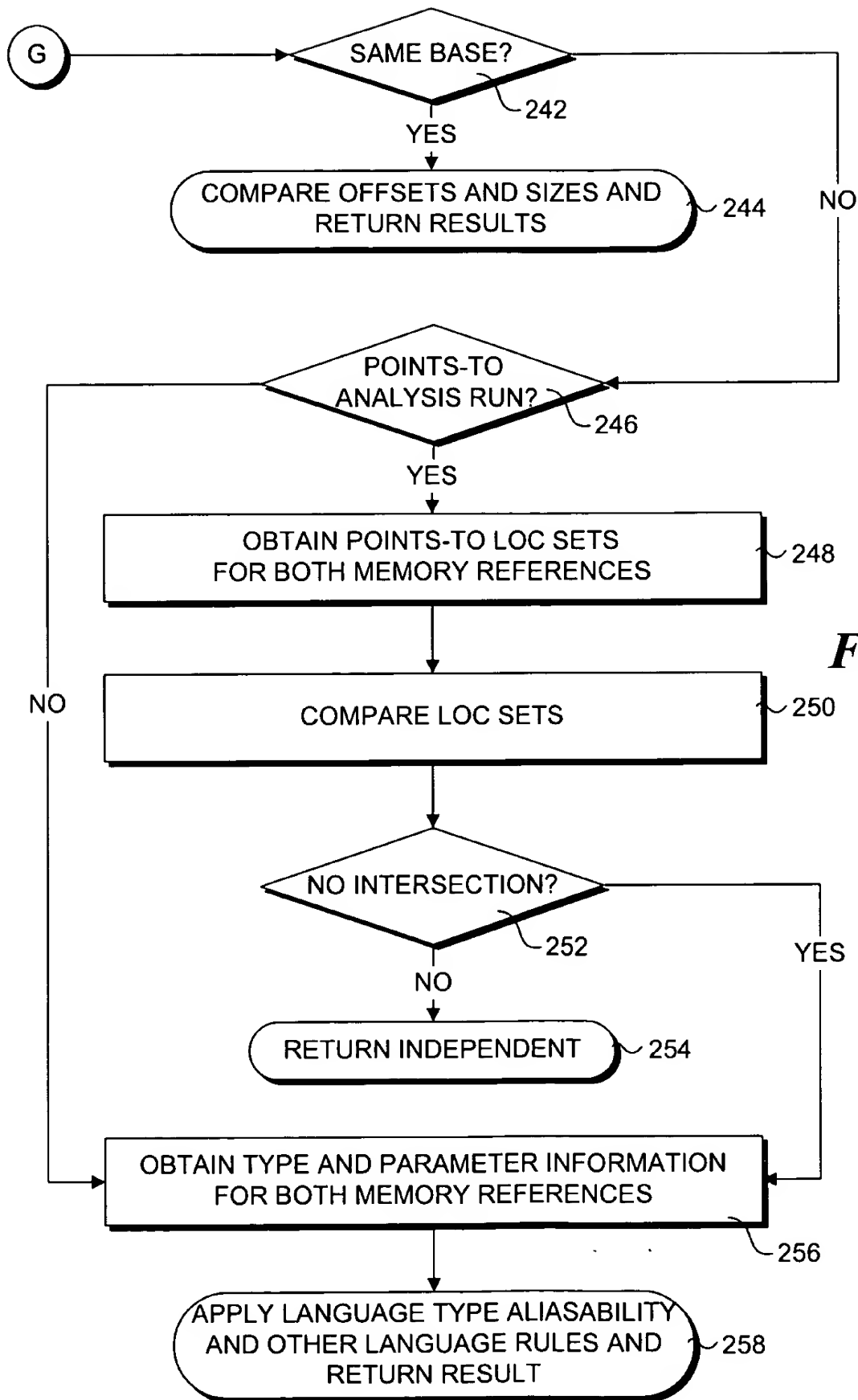


FIG. 8C

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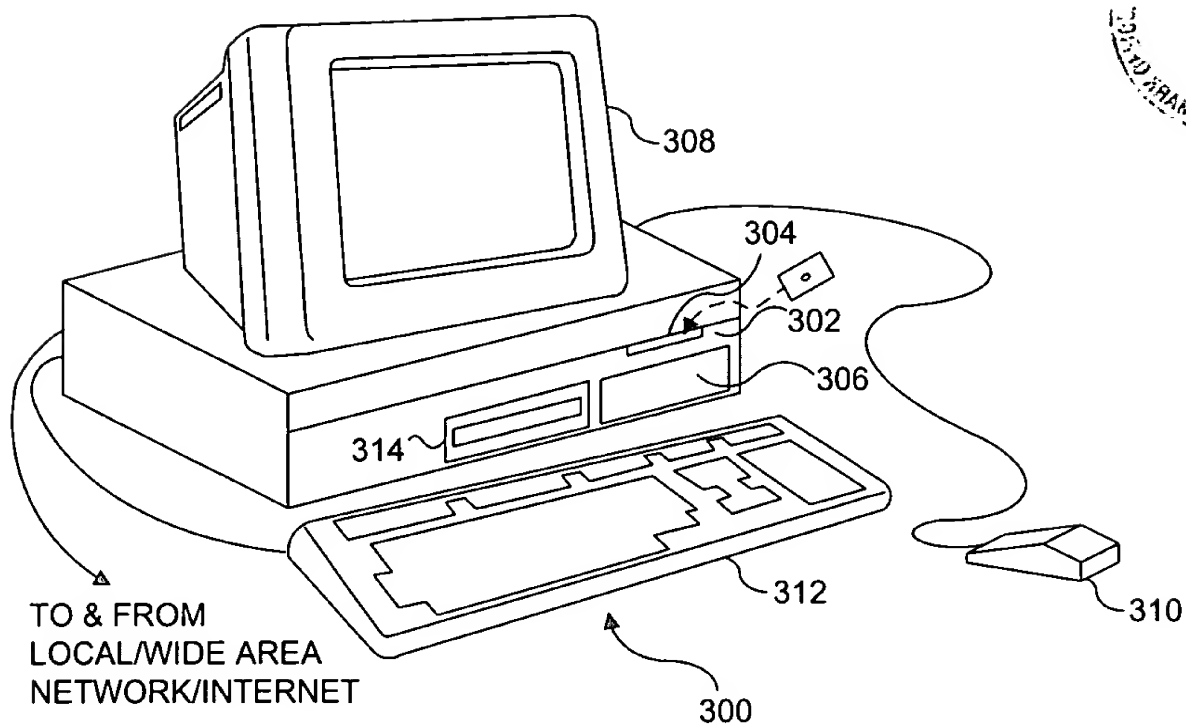


FIG. 9